

EXPERIMENTAL STREAM – 2011-2012 SECOND ROUND DECISIONS

These decisions and funding commitments are preliminary, as all requests must undergo a contracting process. Funding is not final until contracts are signed. An updated list will be published once contracting is complete.

Title	Applicant Name	DM Principal Content Type	Platform Type	Language	Region	Commitment (\$)
Production						
Apptui	Moonray Studios Inc.	Application Software	PC Smartphone Tablet Terminal/Kiosk Web	EN	ON	995,000
	Computers surround us. We see their displays everywhere - from digital signs in a mall to the movie theatre's projection system to an airport's video wall and a stadium jumbo screen. Yet, outside of your personal computer, you can't access them and we think that should change. Imagine if your smart phone or tablet could reach these computer screens and do things useful like change the display or select the current content you want. Fun things like playing a game on them before a show. Valuable things like getting directions and a coupon for your destination. With Apptui you can. Whether you use your smart phone to engage a digital sign, or your iPad to control your PC, Apptui easily and seamlessly unlocks a world of interaction between them. Think of it as a personal portable interface to the technology around you.					
Émilie	Cirrus Communications Inc.	Interactive Content	Smartphone Web	FR	QC	897,650
	At the heart of the Émilie experience are interactive videos in which characters call us on our cell phones and we can text them back, voicemail systems that provide original sound content and the option of watching the story in multi-screen mode on a portable device. Events and print and web content will continue until a film premieres.					
PanelPose	Arcana Studio Inc.	Application	Tablet	EN	BC	200,000
	With PanelPose, a proprietary image-making application, users can write and direct their own stories that can be shared with friends through social media outlets. Combining seven years of comic book publishing with four years of animation production, Arcana has developed a revolutionary method of creating graphic novels and storyboards through computer generated models.					
Scriptivate	Scriptivate Systems Inc.	Application Software	Web	EN	BC	351,281
	Scriptivate is an application for the production of live presentations. The tool is a collaborative, interactive workspace for the production team of festivals, theatres, concerts, trade shows and more. The software reads, understands and organizes both the planning information and content of live presentations.					

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Songster Island	Big Blue Bubble Inc.	Game	Smartphone Tablet	BL	ON	395,779
<p>Songster Island is a revolutionary world-building game for the iPhone and Android platforms where the player creates little islands of monsters, takes care of them, breeds them and most importantly listens to them sing! Each monster will have its own voice and part in the music. When the player either buys or breeds a new monster, they can place them on the island and they start singing along with the other ones. Depending on which monsters the player places on the island, the music will sound different, creating a completely unique experience for each play. With tons of cool extra features like exporting your music and sending it to a friend or getting the monsters to dance to any mp3 on your smartphone, Songster Island is sure to inspire the next generation of gaming.</p>						
Silent Enemy (The)	Minority Media Inc.	Game	Console	BL	QC	775,000
<p>Inspired by a true story, Silent Enemy is a AAA-quality downloadable survival game that lets players experience Native life and spirituality in the harsh and magical North, at a time before contact with Europeans. To survive and feed a starving family, players will need to become true Shaman Hunters, able to control the animals and the weather by using authentic hunting techniques, tools, shelter, clothing as well as ancient spiritual practices. Silent Enemy is set in a unique world, one that puts players in contact with some of the most important issues of our times: food production, our treatment of animals and our physical and spiritual connection to the environment.</p>						
Disparus	Toxa Inc.	Interactive Content	Web	FR	QC	702,957
<p>DISPARUS is an interactive hybrid fiction-video game project where the user actively participates in a police investigation to get to the bottom of a disappearance of the Chick'n Swells. The user is an omniscient character who controls and directs the adventures of Toby Neault (Alexis Martin) and Carl Rheault (Antoine Bertrand), the detectives in charge of the case. To lead the investigation, they have to explore a virtual reality littered with clues. This city is a full immersive world that the budding detectives navigate to collect evidence and find the comedians. By clicking on items, moving objects, playing games of skill, solving puzzles and questioning city residents, the user gathers evidence to advance the investigation, discover new videos and eventually find the comic trio.</p>						
Social Game Platform	Social Game Universe	Application Software	Interactive TV PC Smartphone Tablet Web	EN	ON	400,000
<p>Social Game Platform is a software development platform that will allow companies to create and maintain social games for mobile platforms, Google+ and Facebook. The tool will provide the means to create content in the form of widgets such as a friends bar, store, leaderboards and more. The software will also provide detailed analytics on game usage.</p>						

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Rocketr Mobile Apps	Atatomic Inc.	Application	Smartphone Tablet Web	EN	ON	784,599
	Rocketr is an app for social note-taking. It blends the simplicity of the notepad with the power of conversation to create an environment conducive to idea development. Rocketr encourages people to collaborate around an idea by letting them capture thoughts quickly -in any form of note- and circulate them in groups. This incubation and collision of thought creates the right conditions for better ideas.					
Figure It Out	Sinking Ship Entertainment	Game	Tablet	EN	ON	258,000
	Figure it Out is an interactive experience for the iPad and iPhone for pre-school aged children, children with autism and their parents that is full of bright geometric shapes, sounds, music, characters and objects. The child will have the option to choose from five distinct activities: BUILD! CREATE! PLAY! CHOOSE! and IMPACT! The interface design will be intuitive and will use the same gestures that the user has come to master while using the tablet. Each level will offer open-ended and non-linear game play and the children will have the chance to create their own stories, art and characters. Users can choose any activity they like and play it as often as they please. One of the distinct features of Figure it Out is that it encourages the use of various thinking processes while enjoying an imaginative experience as opposed to simply winning or losing.					
World Explorer for Minecraft - Asset Rendering Engine	Compu Global Hyper Mega Corporation	Application Software	Smartphone Tablet	BL	AB	386,535
	World Explorer Asset Rendering Engine is an automated 3D model creation system for the players of Minecraft. By using this technology users can "scan in" sketches and images from their smartphone and quickly generate complex models. This eliminates the need to use complicated graphic design tools to build them virtually.					
Freefall Racers	Smoking Gun Interactive Inc.	Game	Console	BL	BC	461,243
	Freefall Racers brings Adventure Racing to the world of Kinect. Using intuitive body motions you glide and turn your way through a 3D world of winding canyons, avoiding obstacles in your ultimate race to become Freefall Extreme champion. Discover a crazy lost world ruled by flying squirrels with an unquenchable desire for adrenaline fueled racing. Explore different routes through the canyons, each providing unique challenges and rewards. With acrobatics, power-ups and course specific bonuses, you'll enjoy endless replayability as you race your friends at the speed of flight.					
Phase A Development	liquidpubs Software Inc.	Application Software	PC Smartphone Tablet Web	BL	BC	462,127
	liquidpubs creates a new type of desktop publishing program specifically designed for the creation of interactive content. It is the first ePub WYSIWYG editor. And, it enables publishers to publish mobile Apps.					

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EverLove: A Realtime Romance	Silicon Sisters Interactive Inc.	Game	PC Smartphone Tablet Web	EN	BC	362,857
	Everlove is an immersive cross-platform Romance product for the female interactive media consumer. Everlove creates a new genre of casual relationship game that takes one of the most popular categories of fiction and turns it into interactive escapism. Silicon Sisters Interactive will do this through utilizing web nodes rather than traditional branching, allowing the consumer to truly experience choice and consequence in their engaging gaming experience.					
Application mobile Grand Jeu	Phéromone Inc.	Game	Smartphone	BL	QC	187,500
	"Grand jeu augmenté" is the mobile extension of the Grand Club hockey team management game (RDS social network). This mobile platform allows users to offer their hockey management strategies remotely. The team management issues that can be controlled through the application relate to matches, events, training, monetization and geolocation. The creation of a mobile application for the social game draws on two leading-edge concepts: the ubiquitous web and crowdsourcing. It offers an original way to play and provides an enhanced gaming experience anchored in real life.					
Big Win™	Hothead Games Inc.	Game	PC Smartphone Tablet Web	EN	BC	779,580
	Big Win™ is an online, competitive multiplayer game for mobile devices and PC. Choose to compete against your online friends, or the world, in the unique Daily Trophies game mode. Build your team and pit them against your friends or against any other team in the world.					
ARGO Engine	Zeros 2 Heroes Media Inc.	Application Software	Web	BL	BC	808,580
	The ARGO prototype provides a first stage analytics tool to connect producers, digital strategists and data analysts together during the process of running an alternate reality game. ARGO is now ready for full production and product launch as part of the Cloud Chamber ARG - a massive experience being developed by Denmark's Windelov/Lassen Interactive and backed by partners like Microsoft, the Danish Film Institute and the European Space Agency. This digital co-production marks one of the first such collaborations between Canadian and European digital media companies. Combining ground-breaking technology developed by Zeros 2 Heroes and the digital storytelling strategies of Christian Fonnesbech, the Cloud Chamber experience intertwines gameplay, narrative and social media to produce a compelling science-based thriller.					

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Boîte à Malle (La)	Turbulent Média Inc.	Interactive Content	Smartphone Web	FR	QC	396,921
	La Boîte à Malle uses a remarkable technological advancement to allow users to insert themselves in a comedy clip using their webcam or cell phone camera. Taking the place of the actor, users complete a few simple steps to create their own version of the video, download it to their phone or computer and share it with their network. La Boîte à Malle is accessible, requires no special equipment or conditions, and offers users a unique and original opportunity to physically participate in their video content anywhere, any time. The whole experience is sustained by very promising funny video content that explores daily life problems, with exponential viral potential. A total of 110 clips are broadcast daily in the Sympatico environment for an extraordinary 26-week period.					
Comic Machine (The)	Content Machine Inc.	Application	Smartphone Tablet	EN	ON	18,750
	The Comic Machine is a revolutionary digital comic book platform for the iPad. Current digital comic readers are basically flat scans of a printed book. The TCM app incorporates multiple layers of images and text and orchestrates them in a timed presentation which gives it a cinematic quality yet still retains reader control and navigation. Writers and artists will be able to create content that is engaging and immersive, and package and publish their work with incredible ease. The Comic Machine borrows from the strengths of literature, comics and cinema, combining all three to become an exciting new hybrid medium.					
Anxietyville	Xenophile Media Inc.	Interactive Content	Web	EN	ON	690,345
	Anxietyville is a darkly comic web series and Alternate Reality Game about the lives of six urban neurotics linked together in a web of technology-accelerated paranoia that turns out to be completely justified when they make a shocking discovery. A love story and a mystery set in a virtual city on the verge of destruction, Anxietyville is about surveillance and cyber sex, finding true love, and finding the right brand of deodorant.					
Brainhov's Revenge	Frima Studio Inc.	Game	Console Handheld console	BL	QC	896,652
	Brainhov's Revenge is a real time strategy and puzzle game that offers both in equal parts. The game marks the return of Professor Tycoon, Ernest and, of course, their silly zombie horde as they battle the annoying zombified Professor Brainhov and those pesky human survivors. The player gets to build a zombie empire from the ground up by unlocking tycoon powers, 'recruiting' new zombies, and expanding their laboratory to epic proportions. The effectiveness of their ascension to power rests on exploring and interacting with every level of the game, as well as on defeating challenging bosses.					

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Tous seuls ensemble	Couzin Films Inc.	Interactive Content	Smartphone Web	FR	QC	648,000
	<p>A young landlord is found dead. Six tenants are suspected because he snooped into their private lives by secretly placing surveillance cameras in their apartments. But which one killed him? Since the detective (game master) is about to retire and does not understand technological tools, he calls on the public for help with the investigation. Users can help solve the mystery by searching through a series of clips to find evidence and looking for clues on the characters' websites and personal pages (e.g., Facebook). But they have to watch out, because the suspects are planting false trails and reacting when they feel suspected or threatened. Besides offering a well-crafted suspense story, Tous seuls ensemble offers an accessible, action-packed 13-week ARG experience.</p>					
Sphères polaires 2.0	Lucion Media Inc.	Application	Smartphone	BL	QC	105,164
	<p>LUCION MÉDIA is developing two interactive applications for its urban installation Sphères polaires. The goal is to transform the installation into a tool for group improvisation. The first application will transpose the actions of passersby into silhouettes and project them throughout the installation. These moving shapes will be integrated into shadow theatres, which were already developed for the initial Sphères polaires. A second application will add text messages. These will be found on a tree made entirely of text. The "wish tree" will also be projected inside the various spheres. With its seductive, dream-like approach, this project will create a compelling dynamic and full interaction among participants. The new interactive functions will reinvent the Sphères polaires to offer an original visual and narrative instrument never before presented to the general public.</p>					